# ANGEL HSING-CHI HWANG

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# **EDUCATION**

### 2019 - Present **CORNELL UNIVERSITY**

Ph.D. in Communication

Graduate Field: Human-Computer Interaction

Advisor: Dr. Andrea Stevenson Won

#### 2018 - 2019 HARVARD UNIVERSITY

Graduate coursework in neuroscience and psychology

#### 2018 MASSACHUSETTS INSTITUTE OF TECHNOLOGY

Certificate in Human-Computer Interaction for User Experience Design

#### 2016 - 2018 THE UNIVERSITY OF TEXAS AT AUSTIN

Master's in Advertising and Applied Statistics

Graduate Certificate in Data Analytics and Visualization

Thesis: The Effect of Interactive Music on Consumer Engagement and

Behavioral Intention

Advisors: Dr. Jeeyun Oh, Dr. Angeline Close Scheinbaum

#### 2012 - 2016 THE UNIVERSITY OF HONG KONG

# Bachelor of Business Administration

Double major: Marketing + Business, Design & Innovation (BDI) Visiting programs:

- University of Illinois at Urbana-Champaign, Psychology
- University of California, Berkeley, 3D Animation & Film Production
- Savannah College of Art and Design, Advertising & Graphic Design
- University of North Texas, Communication Design

## **PUBLICATIONS**

#### PEER-REVIEWED JOURNAL PAPERS

- Oh, J., Lim, H. Y., <u>Hwang, A. H.-C.</u> (in press). How Interactive Storytelling Persuades: The Mediating Role of Website Contingency and Narrative Transportation. *Journal of Broadcasting & Electronic Media*.
- Oh, J., <u>Hwang, A. H.-C.</u>, Lim, H. Y. (2020). How Interactive Data Visualization and Users' BMI (Body Mass Index) Influence Obesity Prevention Intentions: The Mediating Effect of Cognitive Absorption. *Health Communication*. <u>doi</u>

# PEER-REVIEWED JOURNAL PAPERS (CONT'D)

- <u>Hwang, A. H.-C</u>, Oh, J., Scheinbaum, A. C. (2020). Interactive music for multisensory e-commerce: The moderating role of online consumer involvement in experiential value, cognitive value, and purchase intention. *Psychology & Marketing*, 1–26, <u>doi</u>
- <u>Hwang, A. H.-C.</u>, & Oh, J. (2020). Interacting with background music engages E-Customers more: The impact of interactive music on consumer perception and behavioral intention. *Journal of Retailing and Consumer Services*, 54, <u>doi</u>.

# PEER-REVIEWED CONFERENCE PAPERS AND PROCEEDINGS

(\*co-authorship with equal contribution)

- <u>Hwang, A. H.-C.</u>, Sun, Y., McKee, C., & Won, A. S. (2020, March). Real or Surreal: A Pilot Study on Creative Idea Generation in MR vs. VR. In *Proceedings of 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR)*.
- Hwang, A. H.-C., Sun, Y., Tamir, N., & Won, A. S. (2020, March). Pain Experience in Social VR: Comparing Companionship from Close Others and Stranger. In *Proceedings of 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR)*.
- Chan, C., <u>Hwang, A. H.-C.\*</u>, Sun, D., Birckhead, B., & Won, A. S. (2020, March). Minimal Embodiment: Effects of a Portable Version of a Virtual Disembodiment Experience on Fear of Death. In *Proceedings of 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR)*.
- Hwang, A. H.-C. & Oh, J. (2019, February). When Consumer Involvement Matters: The Effect of Interactive Music on Consumer Experience and Purchase Intention. *Proceedings of 2019 American Marketing Association Conference (AMA)*.
- <u>Hwang, A. H.-C.</u> & Oh, J. (2018, August). Can Interactive Music Drive Your Online Shopping Cart? An Experimental Study of Consumer Engagement and Behavioral Intention. *Proceedings of 2018 American Marketing Association Conference (AMA)*.

#### MANUSCRIPTS UNDER REVIEW OR IN PREPARATION

(\*co-authorship with equal contribution)

- Hwang, A. H.-C., Won, A. S. (under review) IdeaBot: Social Facilitation in Human-Machine Team Creativity. *The ACM 2021 Conference on Human Factors in Computing Systems (CHI 2021)*.
- <u>Hwang, A. H.-C.\*</u>, Wang, C. Y., Won, A. S. (under review) Hide and seek: Choices of virtual backgrounds in videochats and their effects on perception. *The 24<sup>th</sup> ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2021)*.
- <u>Hwang, A. H.-C.</u>, Herman, L. M. (under review) Conceptualizing creativity in curated content platforms: A longitudinal study. *The 71<sup>st</sup> Annual International Communication Conference (ICA 2021).*
- <u>Hwang, A. H.-C.</u>, Won, A. S. (under review) The Virtual Background behind "Me" vs. "Us": A Cross-Cultural Study of Video-Mediated Communication. *The 71<sup>st</sup> Annual International Communication Conference (ICA 2021).*

- <u>Hwang, A. H.-C.</u> (under review) The Forming Process of Creativity: Perspectives of Content Consumers. *The 71*<sup>st</sup> *Annual International Communication Conference (ICA 2021).*
- Ahn, S. J., Eden, A. L., Won, A. S., <u>Hwang, A. H.-C.</u>, Lee, J., Guthrie, S. G., The Utility of Embodied Virtual Spaces for Academic Conferences. *The 71<sup>st</sup> Annual International Communication Conference (ICA 2021).*
- Oh, J., <u>Hwang, A. H.-C.</u> (under review) The Fear Appeal of Data Visualization: Interactive COVID-19 Data Enhances the Persuasiveness of News Stories. *The 71<sup>st</sup> Annual International Communication Conference (ICA 2021).*
- <u>Hwang, A. H.-C.</u> (in preparation). The forming process of creativity in the digital landscape: A (self)communication framework. Target at *New Media & Society*.
- Yang, Y. Y., <u>Hwang, A. H.-C.</u>, Wu, C. T., Huang, T. R. (in preparation). Do Base Signals Explain Individuality in Brainprints for Person Identification?: An Exploratory Study. Target at *Scientific Reports*.

## **CONFERENCE PRESENTATION**

- 2020 Hwang, A. H.-C., (March 2020). Real or Surreal: A Pilot Study on Creative Idea Generation in MR vs. VR. 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR). Atlanta, GA (moved online due to COVID-19).
  - Hwang, A. H.-C., (March 2020). Minimal Embodiment: Effects of a Portable Version of a Virtual Disembodiment Experience on Fear of Death. 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR). Atlanta, GA (moved online due to COVID-19).
  - Hwang, A. H.-C., (March 2020). Pain Experience in Social VR: Comparing Companionship from Close Others and Stranger. 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR). Atlanta, GA (moved online due to COVID-19).
- 2019 Pandita, S., <u>Hwang, A. H.-C.</u>, Khojasteh, N., Lee, S., Resnick, H., Rives, H., Yee, J., Zhu, J. (October 2019). Hands-on Workshop in Immersive Technology for Beginners. Presentation presented at the Immersive Media in Medicine Symposium, New York, NY.
  - Hwang, A. H.-C. (May 2019) Interactive Data Visualization Influences Subsequent Narrative Persuasion: The Interaction Effect between Body Mass Index (BMI) and Interactivity on Transportation and Intentions to Prevent Obesity. The 69th Annual International Communication Association Conference. Washington, D.C.
  - Hwang, A. H.-C. (May 2019). How Interactive Storytelling Persuades: Comparing the Effects of User Engagement and Transportation. The 69th Annual International Communication Association Conference. Washington, D.C.

Hwang, A. H.-C. (February 2019). When Consumer Involvement Matters: The Effect of Interactive Music on Consumer Experience and Purchase Intention. 2019 American Marketing Association (AMA) Academic Conference. Austin, TX.

Hwang, A. H.-C. (January 2019). Moderating Effect of Price Consciousness in Interactive E-Tailing Setting: Differences between Volume Segments. 2019 The 10<sup>th</sup> International Conference on E-Education, E-Business, E-Management, and E-Learning. Tokyo, Japan.

Hwang, A. H.-C. (January 2019). The Effect of Interactive Music on High- and Low-Involvement Consumers: An Application of Dual-Process Model of Interactivity Effect. 2019 The 4<sup>th</sup> International Conference on Marketing, Business and Trade. Tokyo, Japan.

2018 Hwang, A. H.-C. (October 2018). Decomposing the Effect of Interactive Music on User Engagement and Behavioral Intention. 2018 The 3rd International Conference on Communication & Media Studies. Berkeley, CA.

Hwang, A. H.-C. (August 2018). Can Interactive Music Drive Your Online Shopping Cart? An Experimental Study of Consumer Engagement and Behavioral Intention. 2018 American Marketing Association (AMA) Academic Conference. Boston, MA.

# HONORS AND AWARDS

| Ada Lovelace Fellowship Nominee, Microsoft Research  | 2020                    |
|--|-------------------------|
| Graduate Student Grant for Media Studies, Cornell University                               | 2020 - Present          |
| Graduate Teaching & Research Assistantship, Cornell University                             | 2019 - Present          |
| Graduate Teaching Fellowship, University of Texas at Austin                                | 2017 - 2018             |
| Graduate Student Scholarship, University of Texas at Austin                                | 2017                    |
| HKU Foundation Scholarship for Outstanding International Students, University of Hong Kong | 2013, 2014, 2015, 2016  |
| Bachelor of Business Administration First Division Honors, University of                   | f Hong Kong 2015 - 2016 |
| Scholarship for Summer Study Abroad Programs, University of Hong Ko                        | ong 2014                |
| Yu Pang Lin Entrance Scholarships, University of Hong Kong                                 | 2012                    |

#### ACADEMIC APPOINTMENTS

| Graduate Instructor, Cornell University                                   | Present     |
|---|-------------|
| Graduate Teaching & Research Assistant, Cornell University                | Present     |
| Graduate Teaching & Research Assistant, The University of Texas at Austin | 2017 - 2018 |
| Internship Program Coordinator, The University of Texas at Austin         | 2017        |

### **RESEARCH EXPERIENCE**

## 2019 - Present VIRTUAL EMBODIMENT LAB,

# Cornell University, Ithaca, NY (PI: Dr. Andrea Stevenson Won)

- Publish peer-reviewed conference and journal papers
- Design empirical studies and lead research assistants to run participants
- Perform data analysis for empirical studies

### 2017 - 2019 CENTER FOR MEDIA ENGAGEMENT

# The University of Texas at Austin, Austin, TX (PI: Dr. Jeeyun Oh)

- Published peer-reviewed journal and conference papers
- Presented research projects at academic conferences as a team representative
- Constructed stimulus websites and questionnaires for online studies

# 2018 - 2019 CENTER FOR HEALTH COMMUNICATION

# The University of Texas at Austin, Austin, TX (PI: Dr. Jeeyun Oh)

- Published peer-reviewed journal and conference paper
- Performed literature review on interactive interface techniques
- Conducted data analysis and produced visualization for research projects

# 2018 - 2019 PROGRAM OF SCIENCE COMMUNICATION

# The University of Texas at Austin, Austin, TX (PI: Dr. Anthony Dudo)

- Conducted secondary research for a research proposal
- Performed web mining and large-scale text analysis of online science discussion forums

# 2017 **HP Inc.**

#### I.T. Communication Research Intern, Austin, TX

- Conducted case studies and secondary research on I.T. communication in enterprises
- · Led in-person interview to collect qualitative data
- Designed guestionnaires and implemented online studies

#### 2017 PANDEMIC LAB

## Social Media Analytics & Research Intern, Boston, MA

- Executed social listening and integrated multi-channel data from digital analytics tools
- Performed network analysis and composed audience engagement reports

# 2016 **BBDO**

# Marketing Research Intern, Beijing, China

- Designed questionnaires and managed online consumer research (partnered with Nielson Holdings)
- Conducted data analysis, generated data visualization, and composed market trend reports

# **SERVICES**

| Psychology & Marketing, Reviewer  | Present |
|---|---------|
| Cyberpsychology, Behavior, and Social Networking, Reviewer                    | Present |
| The ACM Conference on Human Factors in Computing Systems (CHI), Reviewer      | Present |
| The Annual International Communication Association Conference (ICA), Reviewer | Present |

# **MENTORSHIP**

# Cornell University, Ithaca, NY

Present

Seungmin Lee, Undergraduate Research Assistant, Information Science Oana Mirestean, Undergraduate Research Assistant, Computer Science Yifei Wang, Undergraduate Research Assistant, Communication

## **INDUSTRY EXPERIENCE**

| Bulldog Solutions, Austin, TX – Data Analyst                                  | 2018 - 2019 |
|---|-------------|
| Hewlett-Packard, Austin, TX - Strategic Initiative & Business Planning Intern | 2017        |
| Bulldog Solutions, Austin, TX - Data Analytics Intern                         | 2017        |
| Leverate Trading Technology, Hong Kong – Marketing Intern                     | 2015 - 2016 |
| Pekin Fine Arts, Hong Kong – Public Relations Assistant                       | 2013 - 2014 |

# **COMPUTER & LANGUAGE SKILLS**

Programming: Python, R, SQL, MATLAB, HTML, Javascript

Applications: SPSS, SAS, Advanced Microsoft Excel, WEKA, Gephi, Tableau, MS Power BI,

Adobe Creative Suite, Final Cut Pro, AutoCAD 3D

Languages: Chinese - Native Language, English - Fluent, Korean - Intermediate